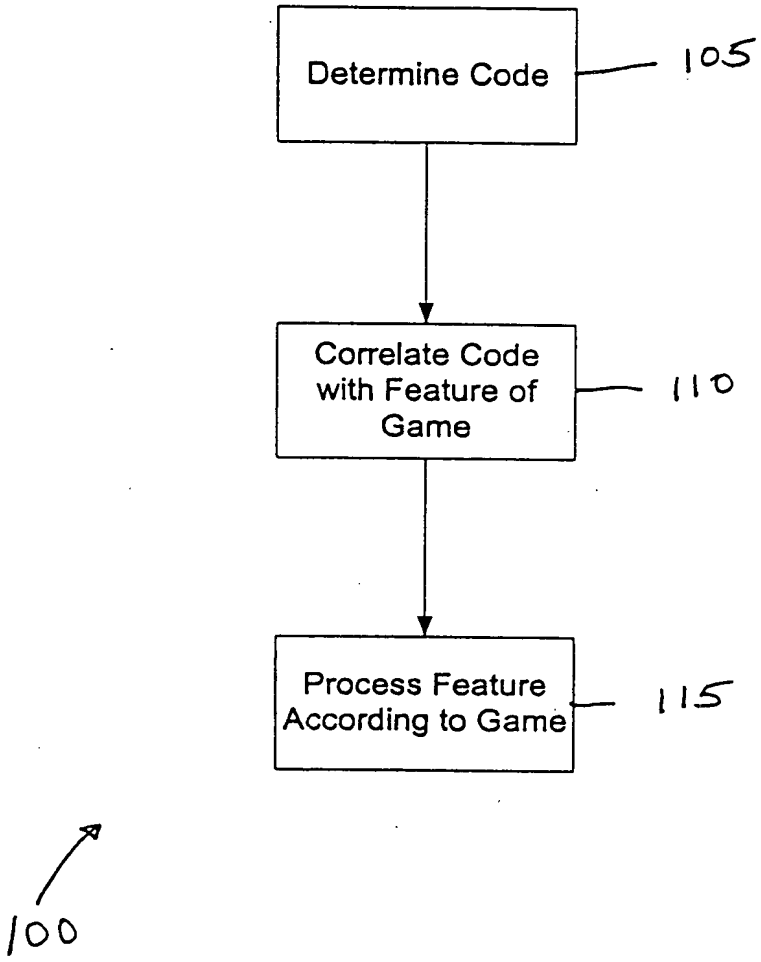

Determine Code
105
Correlate Code with Feature of Game
110
Process Feature According to Game
115
100

Fig. 1

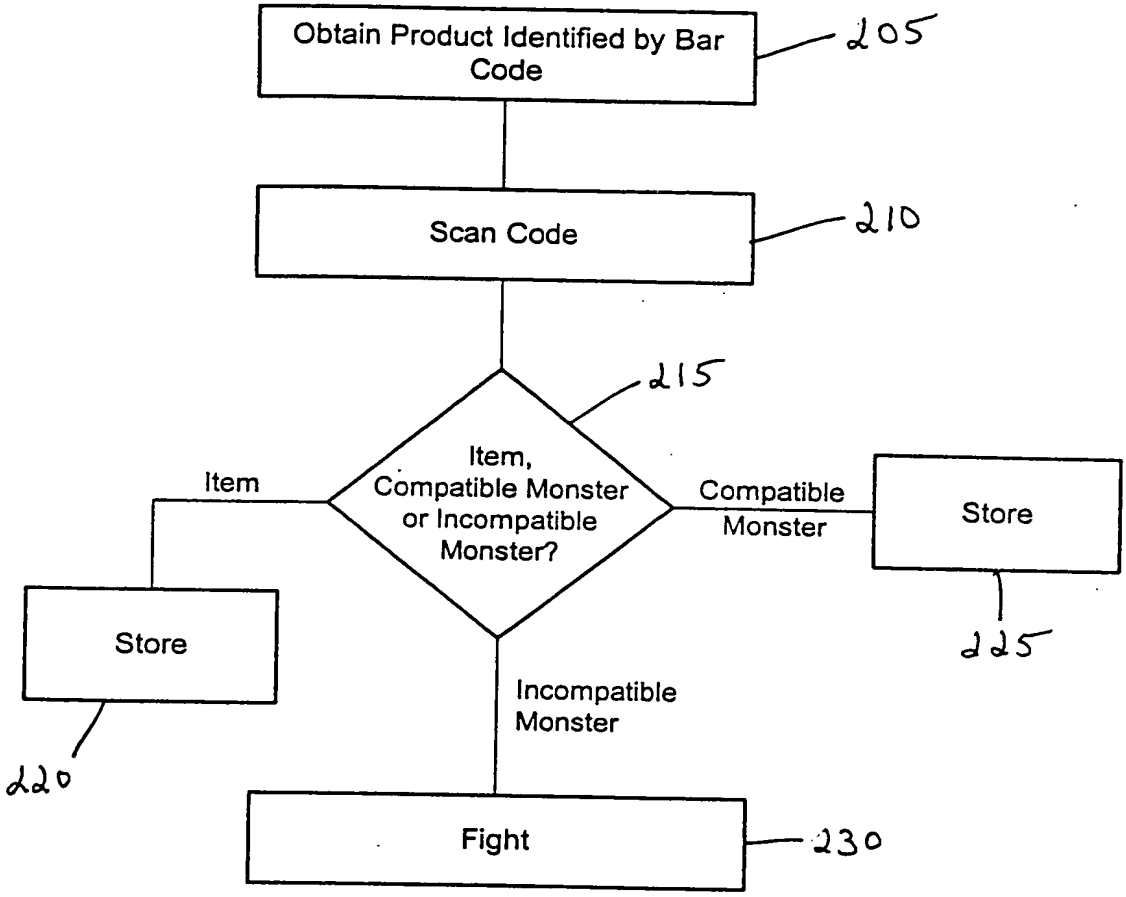

Obtain Product Identified by Bar Code
205
Scan Code
210
215
Item, Compatible Monster or Incompatible Monster?
Item
Compatible Monster
Store
225
Store
220
Incompatible Monster
Fight
230

Fig. 2

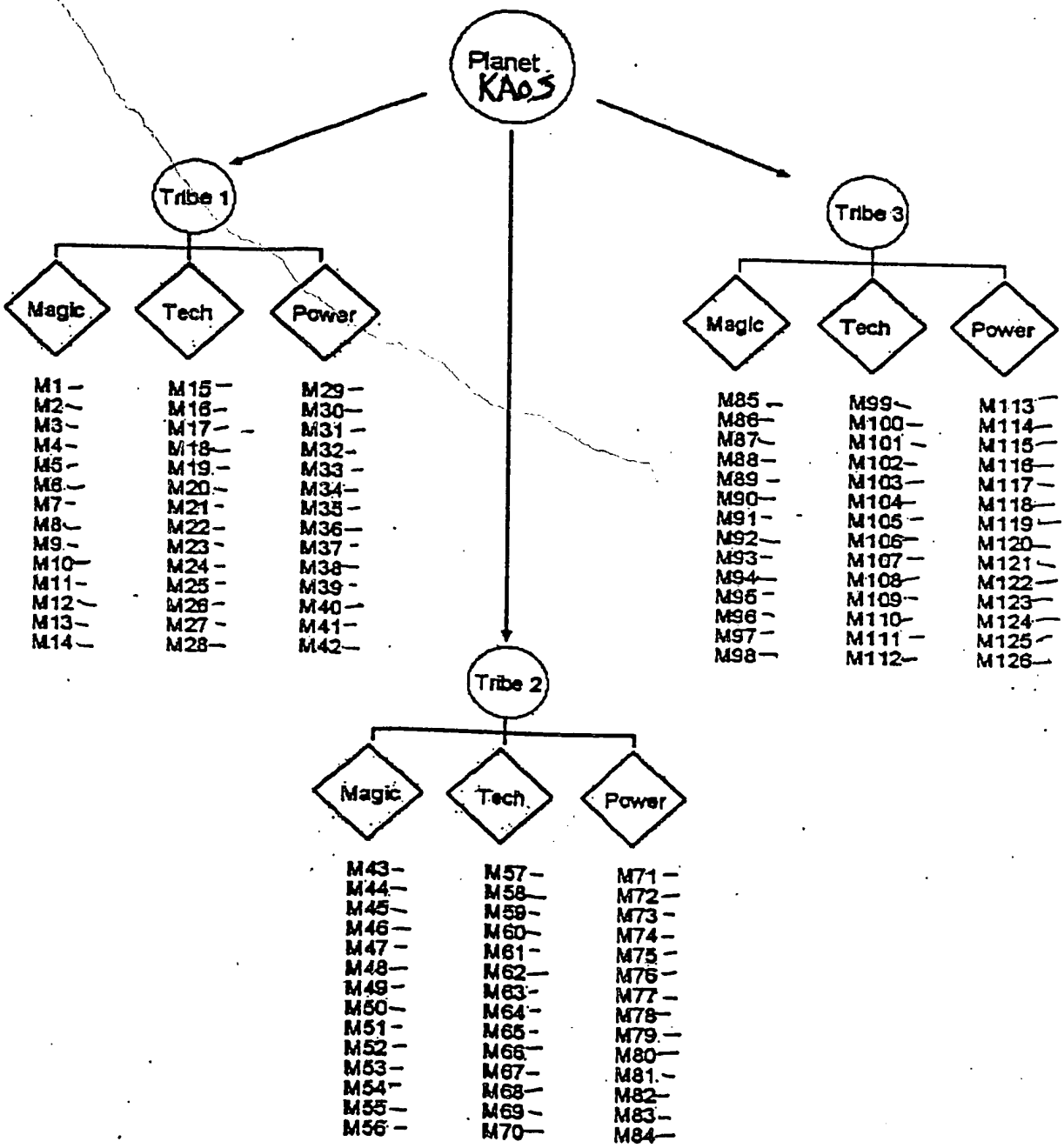

Planet KAOS
Tribe 1
Magic
Tech
Power
M1 M2 M3 M4 M5 M6 M7 M8 M9 M10 M11 M12 M13 M14
M15 M16 M17 M18 M19 M20 M21 M22 M23 M24 M25 M26 M27 M28
M29 M30 M31 M32 M33 M34 M35 M36 M37 M38 M39 M40 M41 M42
Tribe 3
Magic
Tech
Power
M85 M86 M87 M88 M89 M90 M91 M92 M93 M94 M95 M96 M97 M98
M99 M100 M101 M102 M103 M104 M105 M106 M107 M108 M109 M110 M111 M112
M113 M114 M115 M116 M117 M118 M119 M120 M121 M122 M123 M124 M125 M126
Tribe 2
Magic
Tech
Power
M43 M44 M45 M46 M47 M48 M49 M50 M51 M52 M53 M54 M55 M56
M57 M58 M59 M60 M61 M62 M63 M64 M65 M66 M67 M68 M69 M70
M71 M72 M73 M74 M75 M76 M77 M78 M79 M80 M81 M82 M83 M84

Fig. 3

m1

m2

m3

m4

M5

m6

M7

M8

M9

Fig. 4

20170.4+82+007

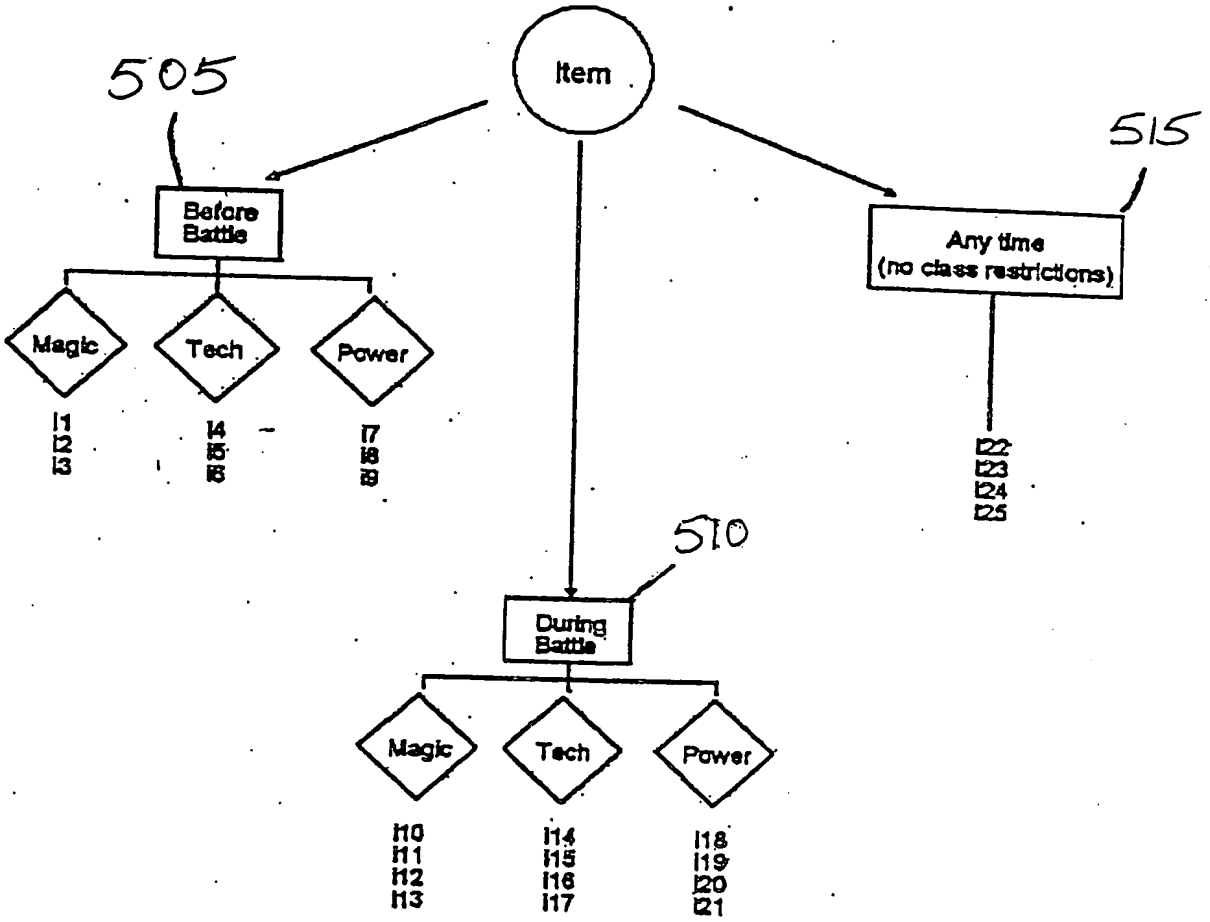

505
Item
515
Before Battle
Any time
(no class restrictions)
Magic
Tech
Power
I1
I2
I3
I4
I5
I6
I7
I8
I9
I22
I23
I24
I25
510
During Battle
Magic
Tech
Power
I10
I11
I12
I13
I14
I15
I16
I17
I18
I19
I20
I21

Fig. 5

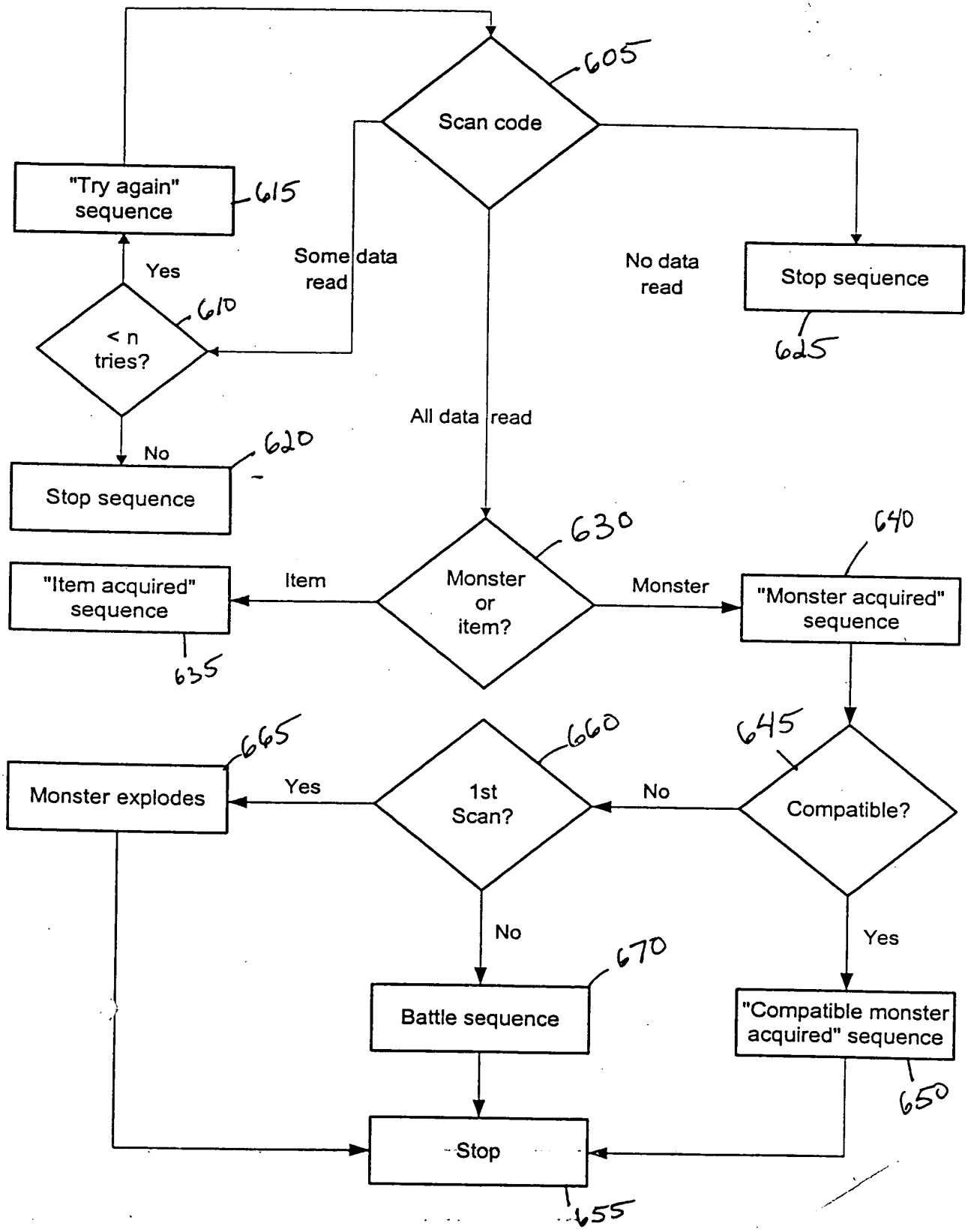

Scan code
605
"Try again" sequence
615
Yes
< n tries?
610
Some data read
No data read
Stop sequence
625
No
Stop sequence
620
All data read
Monster or item?
630
Item
"Item acquired" sequence
635
Monster
640
"Monster acquired" sequence
645
Compatible?
No
1st Scan?
660
Yes
Monster explodes
665
No
Battle sequence
670
Yes
"Compatible monster acquired" sequence
650
Stop
655

Fig. 6

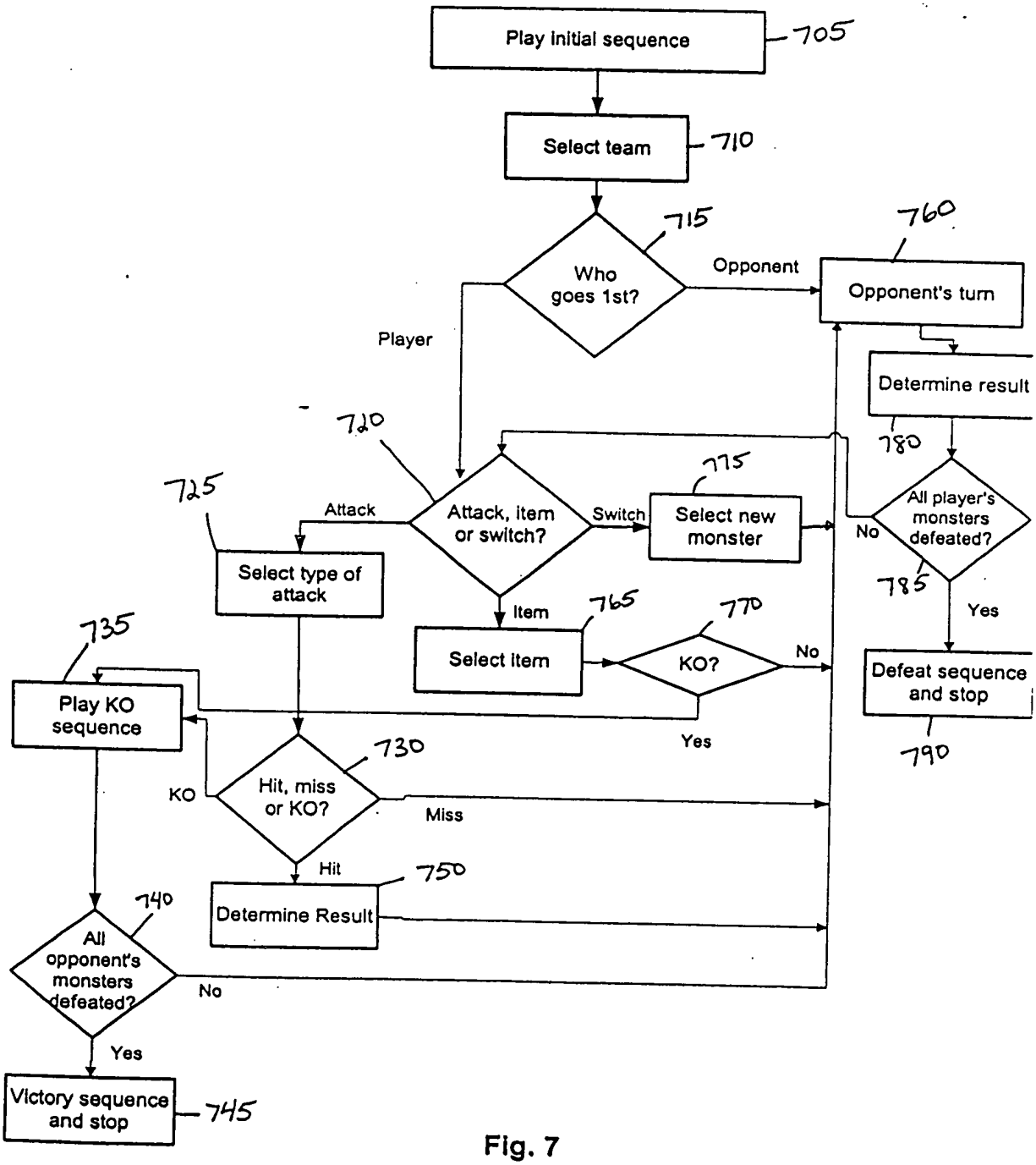

Play initial sequence
705
Select team
710
Who goes 1st?
715
Opponent
Player
Opponent's turn
760
Determine result
780
720
Attack, item or switch?
Attack
Switch
Select new monster
775
All player's monsters defeated?
No
785
Yes
725
Select type of attack
Item
Select Item
765
KO?
770
No
Defeat sequence and stop
790
735
Play KO sequence
Yes
730
Hit, miss or KO?
KO
Miss
Hit
Determine Result
750
740
All opponent's monsters defeated?
No
Yes
Victory sequence and stop
745

Fig. 7

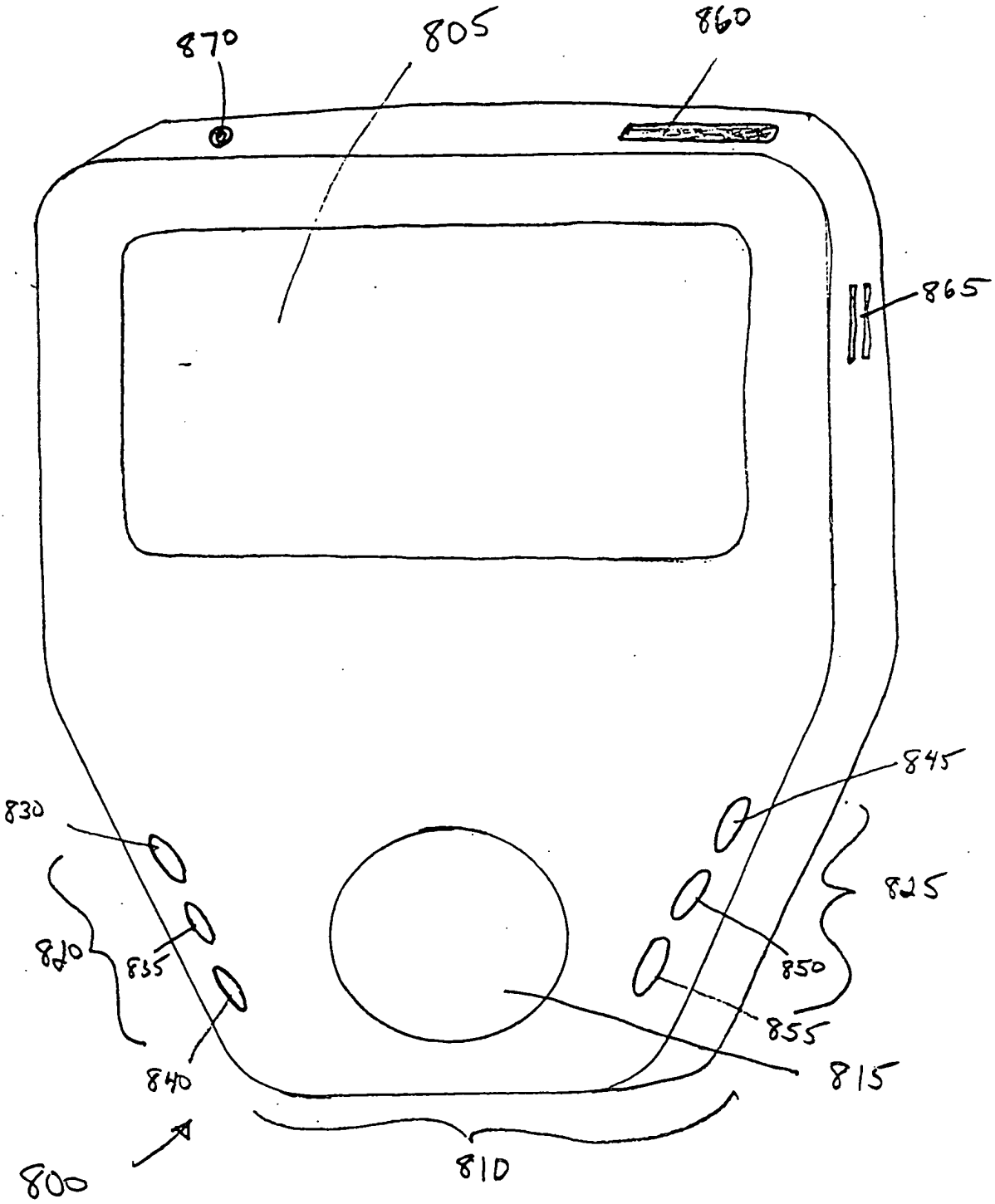


Fig. 8

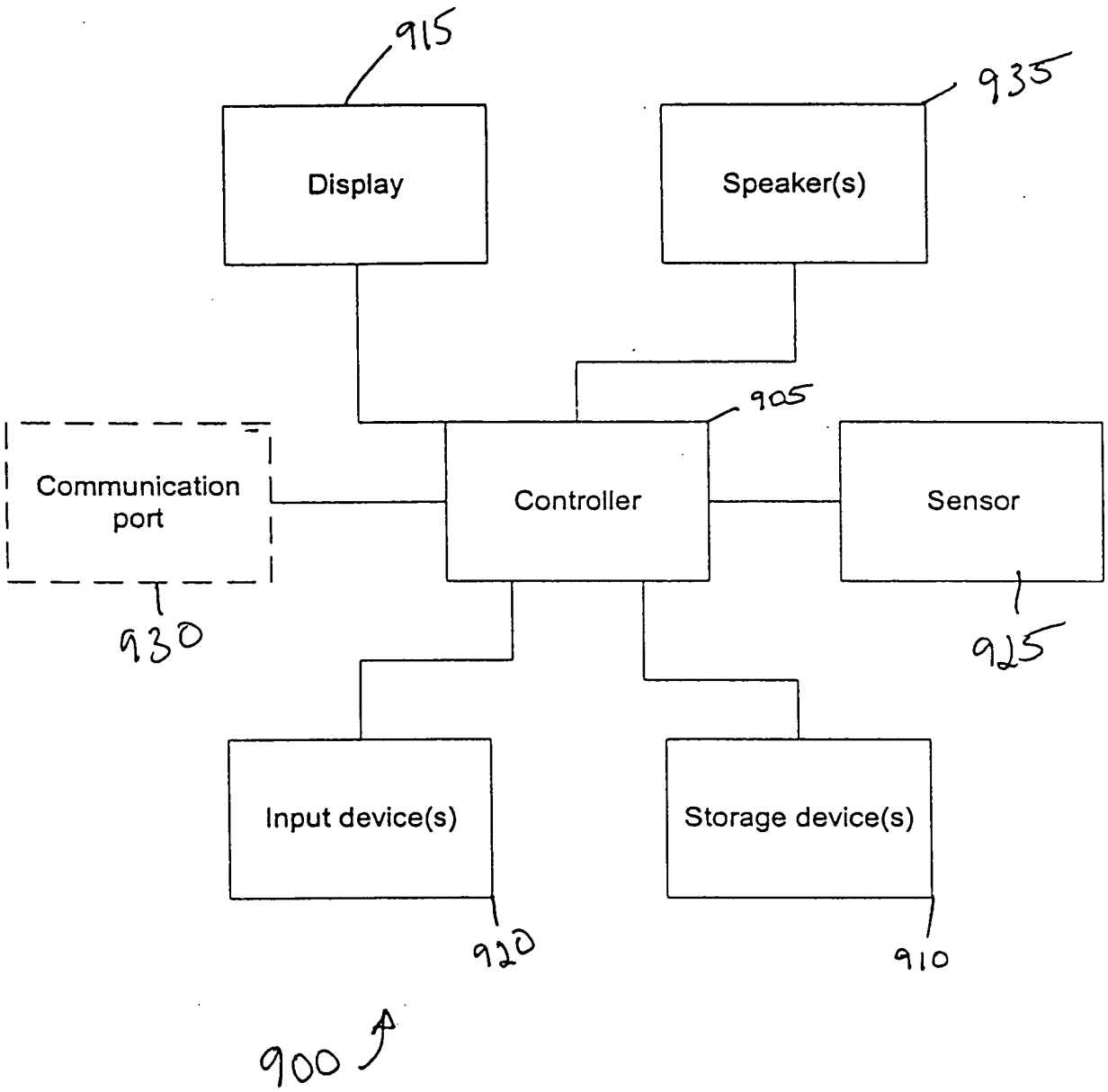

915
Display
935
Speaker(s)
905
Communication port
Controller
Sensor
930
925
Input device(s)
Storage device(s)
920
910
900

Fig. 9

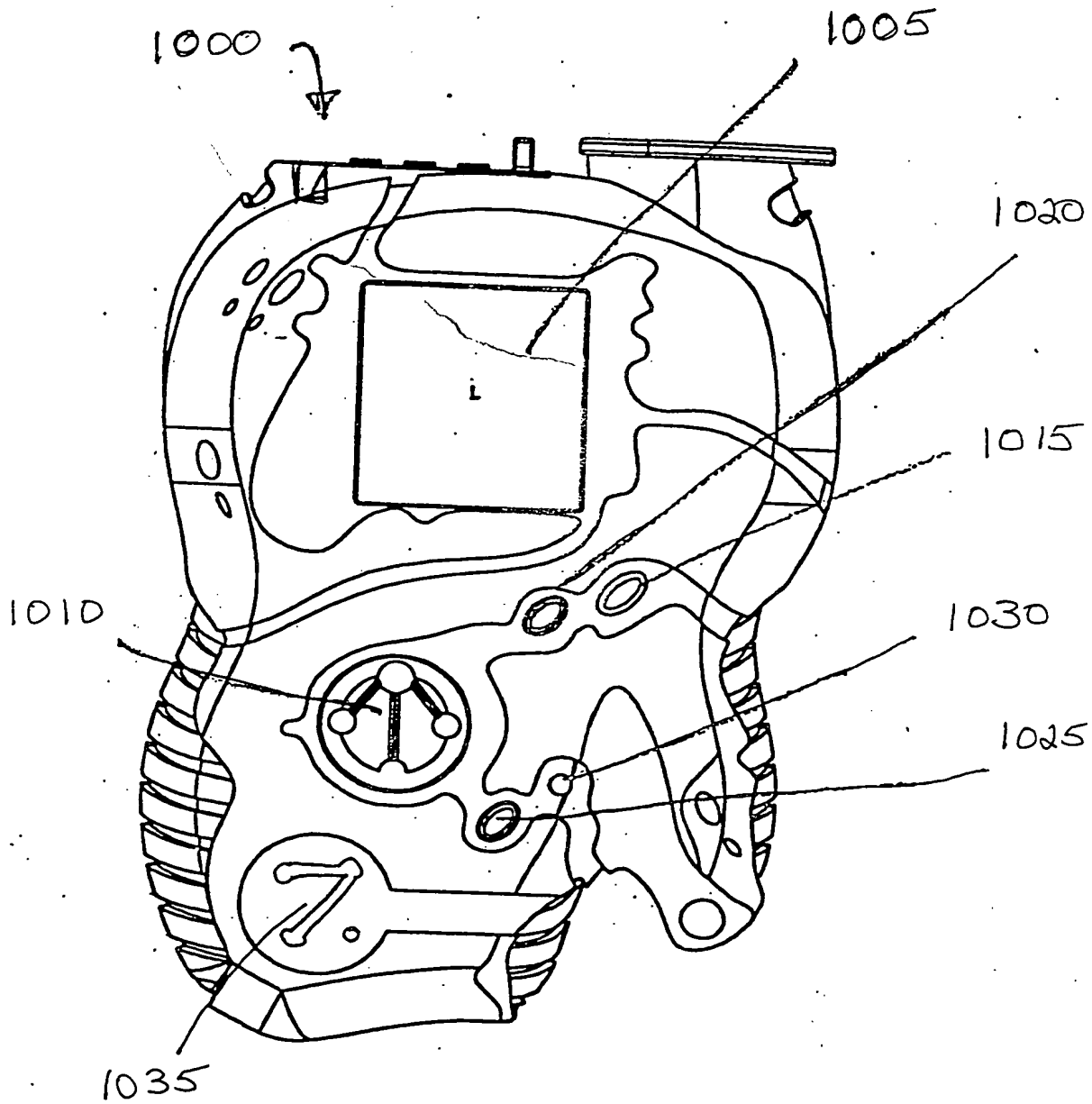


Fig. 10

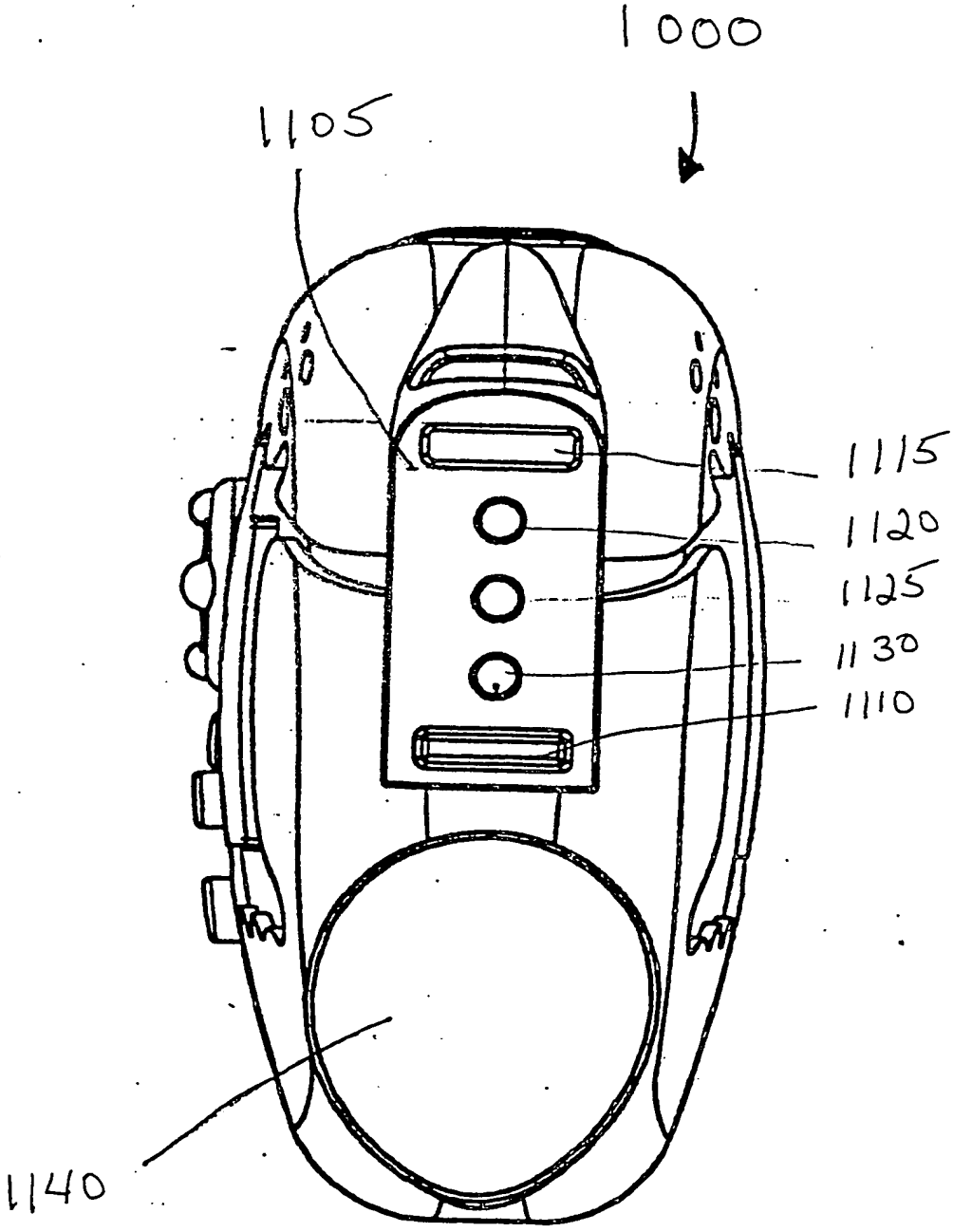


Fig. 11

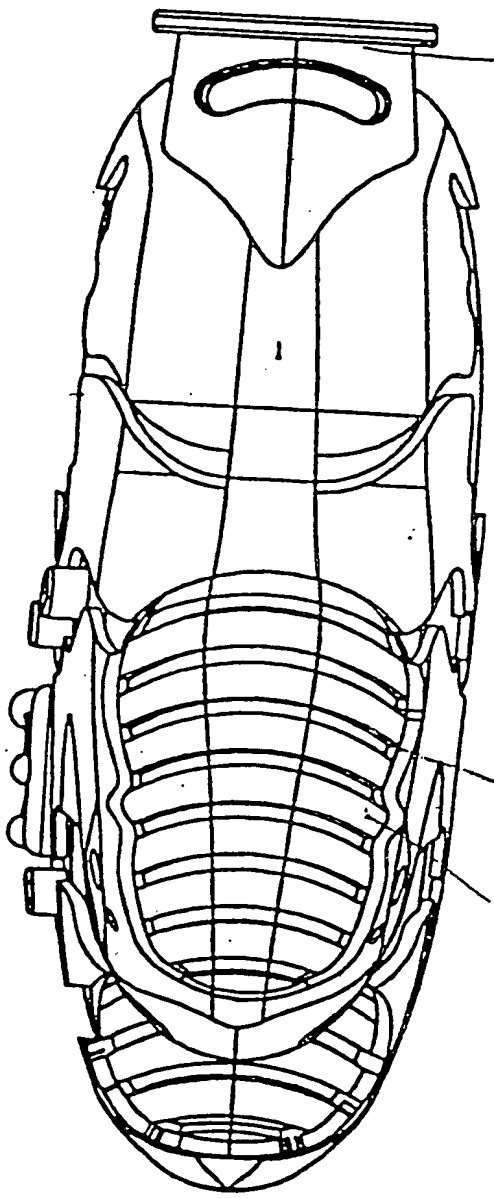
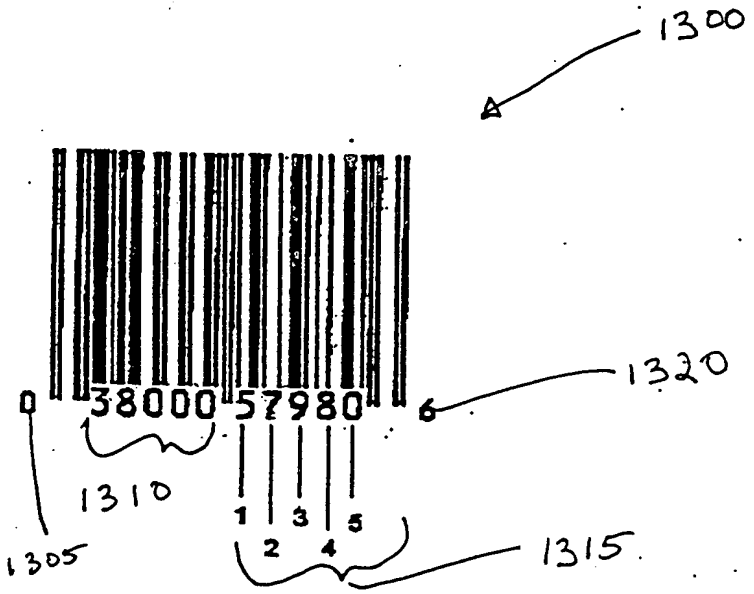


Fig. 12



Reference numbers for spec

MONSTER OR ITEM?

To determine if the scan creates a monster or an item, check the UPC's first item number.

UPC Item number 1	Collects
0 - 5	A Monster
6 - 9	An Item

Fig. 13